

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus used in association ~~that is provided to be associated with a display means, wherein a~~ and a plurality of players participate and play a game on a display screen displayed on said display means, said game apparatus comprising:

a game program storage ~~storing means~~ for storing a game program;

an operating member ~~means~~ operated by the player;

a number-of-players detector ~~detecting means~~ for detecting the number of players who participate in the game;

a screen divider ~~dividing means~~ for dividing a display area included in said display screen by the number of the participating players, and forming a plurality of divided areas;

a game image generator ~~generating means~~ for generating game images in each of said divided areas allotted to each player based on said game program and an operation from said operating member ~~means~~;

an evaluating value setter ~~setting means~~ for setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; and

a size changer ~~changing means~~ for changing a size of said divided areas allotted to each player based on said evaluating value.

2. (Currently Amended) A game apparatus according to claim 1, wherein said screen divider ~~dividing means~~ equally divides an area of said display area by said number of the participating players, wherein said size changer ~~changing means~~ changes the area of said divided areas of each player.

3. (Currently Amended) A game apparatus according to claim 1, further comprising a display area renderer ~~rendering means~~ for rendering a circular display area within said display screen; wherein said screen divider ~~dividing means~~ equally divides said circular display area rendered by said display area renderer ~~rendering means~~ by said number of the participating players in such a manner that each divided area is rendered by an angle that passes the center thereof, said size changer ~~changing means~~ changes a center angle of said divided areas of each player.

4. (Currently Amended) A game apparatus according to claim 1, wherein said game image generator ~~generating means~~ generates a changed game image according to a size change of said divided areas by said size changer ~~changing means~~.

5. (Currently Amended) A game apparatus according to claim 4, wherein

said game image generator ~~generating means~~ generates the game image in such a manner as to change a visual range.

6. (Currently Amended) A game apparatus according to claim 1, further comprising

a determining portion ~~means~~ for determining whether or not there is a [[the]] player who ends the game out of the participating players; wherein

said size changer ~~changing means~~ re-divides said display area by the number of the remaining players that subtract the players when determined by said determining portion ~~means~~ that there is the player who ends the game, and determines a size of re-divided areas based on the evaluating value of the remaining players.

7. (Currently Amended) A game system in which ~~that~~ a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display connected to said video game machine ~~via a connecting means~~, said game system comprising:

an exchanging portion ~~means~~ for exchanging data between said video game machine and said hand-held game machine; and

an evaluating value setter ~~setting means~~ for setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; wherein

said hand-held game machine, includes:

a first game-program storage ~~storing means~~ for storing a program for a player's own hand-held game;

an operating unit ~~means~~ operated by the player;

a first game-image generator ~~generating means~~ for generating a separate game image to be displayed on said separate display based on said program for a player's own hand-held game or an operation from said operating unit ~~means~~; and

said video game machine, includes:

a second game-program storage ~~storing means~~ for storing an operating program for the video game machine and a program for an interlocking game;

a number-of-players detector ~~detecting means~~ for detecting the number of players who participate in the game;

a screen divider ~~dividing means~~ for dividing a display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

a second game-image generator ~~generating means~~ for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage ~~storing means~~ or an operation from said operating unit ~~means~~ received by said exchanging portion ~~means~~; and

a size changer ~~changing means~~ for changing a size of said divided areas allotted to each player based on said evaluating value set by said evaluating value setter ~~setting means~~.

8. (Currently Amended) A game system according to claim 7, wherein  
said evaluating value setter ~~setting means~~ is provided in said video game machine,  
said first game-image generator ~~generating means~~ re-generates said separate game  
images based on the evaluating value of the player received from said video game  
machine by said exchanging portion ~~means~~.

9. (Currently Amended) A game apparatus for use ~~that is provided to be~~  
~~associated with a display means~~, and in which a plurality of players participate and play a  
game on a display screen displayed on said display ~~means~~, said game apparatus  
comprising:

a game program storage ~~storing means~~ for storing a game program;  
an operating unit ~~means~~ operated by the player;  
a number-of-players detector ~~detecting means~~ for detecting the number of players  
who participate in the game;  
a screen divider ~~dividing means~~ for dividing a display area included in said display  
screen by the number of the participating players, and forming a plurality of divided  
areas;  
a game image generator ~~generating means~~ for generating game images in each of  
said divided areas allotted to each player based on said game program and an operation  
from said operating unit ~~means~~;  
a determining portion ~~means~~ for determining whether or not there is a [[the]]  
player who ends the game out of the participating players; and

a re-dividing portions ~~means~~ for re-dividing said display area by the number of the remaining players that subtract the number of players when determined by said determining portion ~~means~~ that there is the player who ends the game, and allotting the re-divided areas to the remaining players.

10. (Currently Amended) A game system in which [[that]] a plurality of players participate and play a game, and having a video game machine connected to a common display and a plurality of hand-held game machines including a separate display ~~means~~ connected to said video game machine ~~via a connecting means~~, said game machine comprising:

an exchanging portion ~~means~~ for exchanging data between said video game machine and said hand-held game machine; wherein

said hand-held game machine, includes:

a first game-program storage ~~storing means~~ for storing a program for a player's own hand-held game;

an operating unit ~~means~~ operated by the player;

a first game-image generator ~~generating means~~ for generating a separate game image to be displayed on said separate display based on said program for a player's own hand-held game or an operation from said operating unit ~~means~~; and

said video game machine, includes:

a second game-program storage ~~storing means~~ for storing an operating program for the video game machine and a program for an interlocking game;

a number-of-players detector ~~detecting means~~ for detecting the number of players who participate in the game;

a screen divider ~~dividing means~~ for dividing the display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and forming a plurality of divided areas;

a second game-image generator ~~generating means~~ for generating game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage ~~storing means~~ or an operation from said operating unit ~~means~~ received by said exchanging portion ~~means~~;

a determining portion ~~means~~ for determining whether or not there is a [[the]] player who ends the game out of the participating players; and

a re-dividing portion ~~means~~ for re-dividing said display area by the number of the remaining players that subtract the player when determined by said determining portion ~~means~~ that there is the player who ends the game, and allotting the re-divided areas to the remaining players.

11. (Currently Amended) A storing medium that stores an executable ~~[[a]]~~ game program for changing a plurality of divided areas on a display screen in a game apparatus that is provided to be associated with said display ~~means~~, and a plurality of players participate in a game and operate an operating unit ~~means~~ so as to play the game on said display screen displayed on said display ~~means~~, said game program allows a computer of said game apparatus to execute the following ~~steps~~ of:

a number-of-players detecting step of ~~[[for]]~~ detecting the number of players who participate in the game;

a screen dividing step of ~~[[for]]~~ dividing the display area included in said display screen by the number of the participating players, and forming said plurality of divided areas;

a game-image generating step of ~~[[for]]~~ generating game images in each of said divided areas allotted to each player based on an operation from said operating unit~~means~~;

an evaluating value setting step of ~~[[for]]~~ setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; and

a size changing step of ~~[[for]]~~ changing a size of said divided areas allotted to each player based on said evaluating value.

12. (Currently Amended) A storing medium that stores a game program for changing a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit ~~means~~-operated by a player and a separate display connected to said video game system ~~via a connecting means, wherein and that~~ a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,



said game program allows a computer of said hand-held game machine to execute the following steps of:

an operation transferring step of [[for]] transferring an operation from said operating means to said video game machine; and

a first game-image generating step of [[for]] generating a separate game image to be displayed on said separate display based on the operation from said operating unit means; and

said game program allows a computer of said video game machine to execute the following steps of:

an operation receiving step of [[for]] receiving an operation from said hand-held game machine;

a number-of-players detecting step of [[for]] detecting the number of the players who participate in the game;

a screen dividing step of [[for]] dividing a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

a second game-image generating step of [[for]] generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;

an evaluating value setting step of ~~[[for]]~~ setting an evaluating value of each player according to a superiority or inferiority situation of a play content of each player; and

a size changing step of ~~[[for]]~~ changing a size of said divided areas allotted to each player based on said evaluating value.

13. (Currently Amended) A storing medium that stores an executable ~~[[a]]~~ game program for changing a plurality of divided areas on a display screen in a game apparatus for use ~~that is provided to be associated with a display means, and in which~~ a plurality of players participate in a game and operate an operating unit ~~means~~ so as to play the game on said display screen displayed on said display ~~means~~,

said game program enabling ~~allows~~ a computer of said game apparatus to execute the following ~~steps~~ of:

a number-of-players detecting step of ~~[[for]]~~ detecting the number of players who participate in the game;

a screen dividing step of ~~[[for]]~~ dividing a display area included in said display screen by the number of the participating players, forming said plurality of divided areas;

a game-image generating step of ~~[[for]]~~ generating game images in each of said divided areas allotted to each player based on an operation from said operating unit ~~means~~;

determining step of ~~[[for]]~~ determining whether or not there is a ~~[[the]]~~ player who ends the game out of the participating players; and

a re-dividing step of ~~[[for]]~~ re-dividing said display area by the number of the remaining players ~~that subtract the number of the players when determined by said~~ determining step that there is a ~~[[the]]~~ player who ends the game, and allotting the re-divided areas to the remaining players.

14. (Currently Amended) A storing medium that stores an executable ~~[[a]]~~ game program for changing a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit ~~means~~ operated by a player and a separate display connected to the video game machine ~~via a connecting means~~, wherein ~~and that~~ a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program enabling ~~allows~~ a computer of said game apparatus to execute the following steps of:

an operation transferring step of ~~[[for]]~~ transferring an operation from said operating unit ~~means~~ to said video game machine; and

a first game-image generating step of ~~[[for]]~~ generating a separate game image to be displayed on said separate display based on the operation from said operating unit ~~means~~; and

said game program enables ~~allows~~ a computer of said video game machine to execute the following steps of:

an operation receiving step of ~~[[for]]~~ receiving an operation from said handheld game machine;

a number-of-players detecting step of ~~[[for]]~~ detecting the number of players who participate in the game;

a screen dividing step of ~~[[for]]~~ dividing a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

a second game-image generating step of ~~[[for]]~~ generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;

determining step of ~~[[for]]~~ determining whether or not there is the player who ends the game out of the participating players; and

a re-dividing step of ~~[[for]]~~ re-dividing said display area by the number of the remaining players that subtract the number of players when determined by said determining step that there is a ~~[[the]]~~ player who ends the game, and allotting the re-divided areas to the remaining players.